

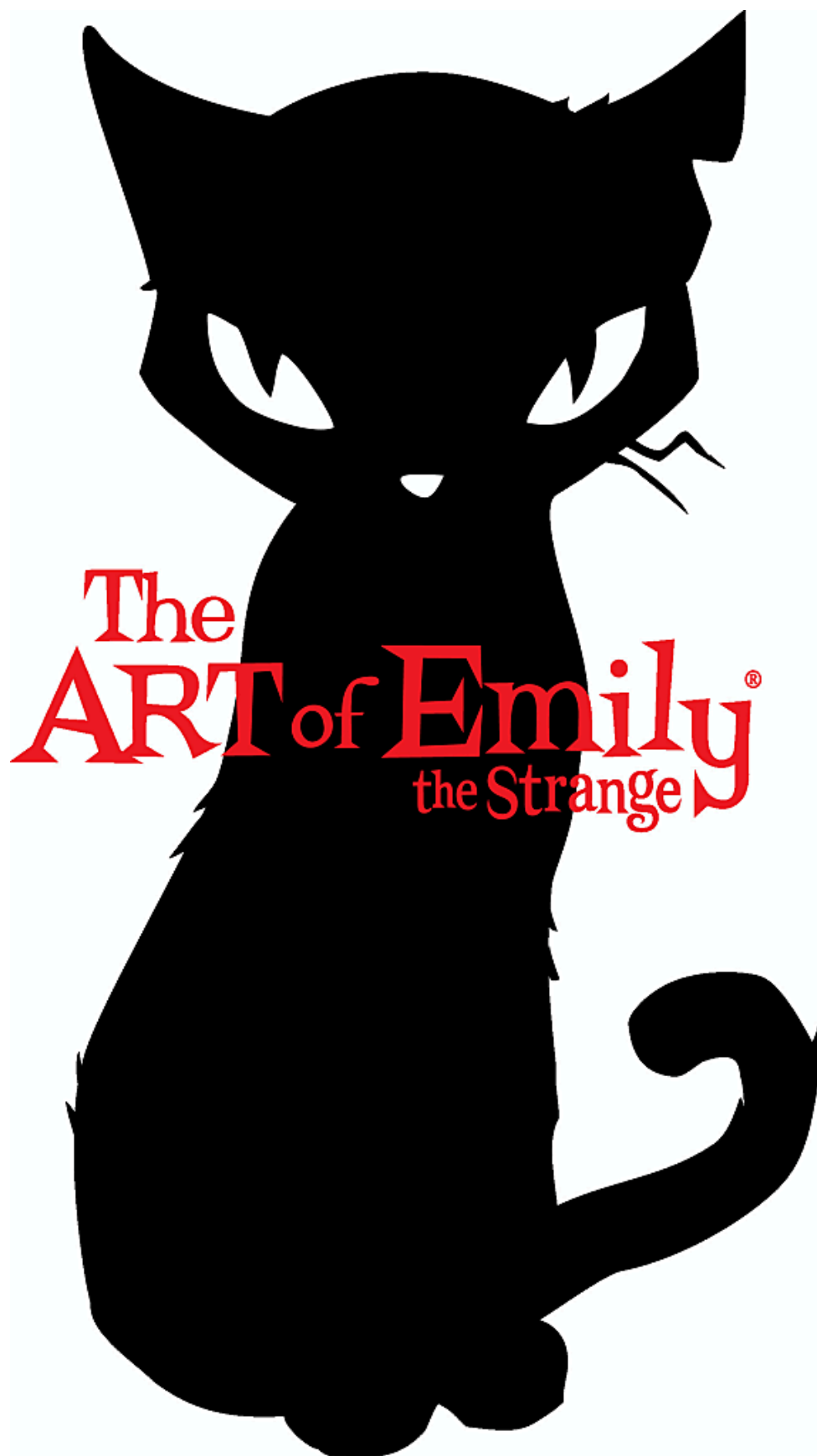
The
ART
of
Emily[®]
the Strange



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the Strange









Cover by Rob Reger & Buzz Parker

Introduction by Winston Smith

ROB AND BUZZ GIVE TONS OF THANKS TO: all the contributors to this book; past and present Cosmic Debris artists, employees, distributors, licensees, and affiliates; Shawna Gore, Mike Richardson, Anita Nelson, and the Dark Horse crew; our families for their support; Aimee Friberg; Sophie, Amelia, and Nick; Brian Brooks; Adale Pedersen; Nix Turner and Justin Barry; Rafael Noah Boline; Grace Fontaine; Jessica Gruner; Suzy Hernandez; Matt and Sherry; Jen Jinx; Russ Spivey and the emilystrange.com crew; Patrick Summar; Mike Moon; Gayle Hagerty; Cindy Levitt; Shauntel and the Hot Topic crew; Peter and the Atomic crew; Winston Smith; Lee Tom; Kim West; Rachel Bautista; Turo Scissorhands; Kirk Jones; Rob and Lesley Vanderhaide; Noel Talentino; Robert Chambers; Fawn Gehweiler; Jenny Lens; Tim Biskup; Gama Go and crew; and all the "bad" art lovers and supporters over the years, including you!

NOTE FROM ROB REGER: From the very beginning the development of Emily and her strange world has been a very collaborative process. Cosmic Debris is a shifting team of like-minded creative nerds who have pitched in their piece and their influences, from original concepts to final art product. Go Strange!

Editor SHAWNA GORE Assistant JEMIAH JEFFERSON Publisher MIKE RICHARDSON Designer TINA ALESSI

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The **ART** of Emily[®] the Strange



DARK HORSE BOOKS[®]

WINSTON SMITH

Rob has per-
petrated

Emily is not only insightful but incite-ful, and her nightmares are way more interesting than most people's weirdest dreams. Her creator has surrounded her with a world of hidden patterns revealing lost wonderlands and countless "roads not taken." Inspired by the topsy-turvy worlds of M. C. Escher, Hieronymus Bosch, and Dr. Seuss, Rob Reger and "partner in art crime" Buzz Parker have collaborated with a host of luminaries of the contemporary art world to create a stunning series of images and comically creepy tales in both prose and comics form.

Emily is the "anti-Hello Kitty." She's the negative spin in a world full of "happy-talk" flimflam men. She is the antidote to the self-indulgent, self-centered, navel-gazing, and artistically bland insipidity that passes for mainstream "culture." Emily is one part cantankerous





kid, one part charming ingenue, one part punk/goth rocker, and many parts Edgar Allan Poe.

Emily dwells in a world of her own making, a world where butterflies become bats, shadows transform into comical ghouls, and all is not what it may appear to be. Emily doesn't curse the darkness. She revels in it! We are at once suspicious of her mischievousness and irrevocably enchanted by her cleverness. Her four familiars join her on her adventures as protectors, advisers, hell-raisers and comforters. Together they define and celebrate the very essence of comically morbid adolescent humor. They share a youthful disdain for the status quo and a firm contempt for societal conformity. Curiosity won't kill this cat! Curiosity is what Emily thrives on.

With an impishly penetrating gaze, young Miss Emily is wiser than her years and vastly more intrepid than her demeanor might reveal her to be. When she isn't working hard at being bored, Emily is usually up for any adventures that she may come across. And if she doesn't find trouble, she believes it's her duty to make some! She's the avenging angel of the outcast, the patron saint of losers, loners, and daydreamers. Justice-seeking and uncompromising, Emily is Command-in-Chief, Liberator of Levity, and, above all, she is profoundly goodhearted.

Emily and her cats, Mystery, Miles, NeeChee, and Sabbath, are a star team. Being contrary to popular opinion and contrary to popular

belief is what Emily and her curious crew live for. She's a notorious naysayer, an exemplary experimenter, and Queen of the Scene. Emily won't back down.

Her do-it-yourself modus operandi is the core sentiment that was the impetus for the original punk movement. That movement didn't just become manifest in the stage antics of the 1977 bands who put Punk on the map. It has always been with us, from revolutionaries throughout history to the modern rebels of our own day and age. Each generation contributes what they can to overthrow the soul-crushing machine of the Status Quo and the guardians of Society who despise all lighthearted laughter, all yearning for freedom, and all dreams of desire and doubt. Aristotle believed that doubting leads to inquiry. And, as we all know, inquiry leads to Truth. That's why doubt is so dangerous to the ruling class and their cherished institutions. "Pay no attention to the man behind the curtain."

Nobody's fool, Emily has a hidden talent for discovering the secret spells and enigmatic incantations that roam freely through the great cosmic swarm we call our universe. Emily is Virgil to our Dante. She's Mr. Hyde to our Dr. Jekyll. She's Groucho, Chico, and Harpo to our poor, befuddled Zeppo. In her scholarly solitude and penetrating soliloquies, Emily can roll farther in the world of imagination than most of us could manage in the "real" world on a full tank of plutonium. But Emily doesn't just roll. She flies.

With morbid curiosity she dissects the natural world and vivisections the supernatural world.

Emily's creators have imbued her with a life all her own, surrounded by four fearless felines bent on protecting their dark-haired mistress. Cleverly creepy and constantly creative, Emily immerses herself in her own singularly unique vision of a world of Rube Goldberg contraptions, ready for anything and hell-bent on fun.

The Art of Emily is a compendium of vivid visions and fantastic worlds. Were we given the chance, like the poet Omar Khayyám so long ago mused, to re-create the world closer to our own heart, it is not likely that we could invent one which is more challenging or charming than what Emily and her ardent artistic admirers have shown us here.

**Ah, Love! Could thou and I with Fate conspire
To grasp this sorry Scheme of Things entire!
Would we not shatter it to bits—and then
Re-mould it nearer to the Heart's Desire!**

Remolding the world to her own wishes is what Emily and her creators and myriad interpreters have accomplished. After all, why be satisfied with this one when all you have to do is free-fall into your own imagination and let your wildest dreams take flight?

Over & Out.
—Winston
Smith
San Francisco
2009



Who is Emily? Emily the Strange came to life in the early 1990s and quickly became a beloved counterculture icon all around the world. In her earliest years, she was a quiet but sharp-witted stranger, slinging philosophy and cultural observations in a series of hand-screened T-shirts and stickers. As her presence grew and became a standard in the cultural underground, Emily's own story began to emerge in a series of gift books, then comic books and graphic novels, and eventually in a novel series for young adults.

Today Emily continues to be a voice of individualism and self-awareness, and her appeal is especially strong among alternative-minded young women and girls who identify with her signature singularity. Her presence in the worlds of art, pop culture, literature, and fashion celebrates the contrarian over the conformist and reminds us all to cultivate that which makes us unique.



Rob Reger's art aesthetic—and his design house, Cosmic Debris—grew from a tangle of roots joining the DIY punk scene of the eighties with guerilla art, surrealism, and the psychedelic explosion of the sixties.

As the founder, creative director, and president of Cosmic Debris, Reger introduced the world to Emily the Strange—an icon of empowerment for young alternative girls and outsiders of all ages. Like the little black-haired muse herself, Reger fuels his imagination with music, the natural environment, science, and the artistic explorations of his friends and other inspiring figures.

He continues to mix clean design with a pop-culture, neosurrealist sensibility. Reger received a BFA from University of California, Santa Cruz, and an MFA in printmaking from the San Francisco Art Institute. His oil paintings, printmaking, watercolors, and collage have exhibited in galleries around the world, including Tokyo, Paris, Los Angeles, Miami, San Francisco, Berlin, Milan, Hong Kong, Sydney, and Santa Cruz.

Away from the office, Reger draws, paints, plants, and creates every day, and spends much of his time making music with his bands Thuja, Beno & Minnie, Yellow Moon Hot Banana, and Jesuit Trim.



Brian Brooks [b. 1972]*

[AKA pillowgoat]

*Abbr. Bio: Pre-School Wings, Queen Bees, Kicks, Abs, Phwd, Mc, Old School Str Cat, Ade, Art, R. Star, Cars, Price, Jr. High Seawax, J. Linn, T. Dalk, Day's M. R., Madmen, ELO, Y. Ona, Beas, Bys, D. Style, Decend, Fiknon U2, Darned, S. D., P. Mc, P. Gabriel, Curious Mark, Splmore S.F. Freese, Murphy L., D.L., Dickies, G. Dead, Stepa, L. R. Kraz, M. Rocks, Cpts, Sessle, P. Pave, Chast, Deat, Fear, Love, G & R, F.Z., Doors, Foster Peat, M. Cane, Mord, Bay, Cramps, Seans, M.L.C., Who, D. Bwie, Tling, H., NYC, I's Addict, T. Mack, Sr. Asenith, Sabbans, Alter H.S. T. Rex, Feb, Iggy, Enimes, Seeds, Cross, Redwax, Cab, V., T. Greke, BWT, J. Thunders, Budge Jr. Collage, M. Enns, T. Pety, G. Thorogd, Prideds, D. Byrne, S. Boys, Blinks, Collage G. Harris, Beas, Dg, Bnd, Sn, Cy, Gfx, N. Hagn, Ang, Taylor, Beas, Angela, Serene Dominz, Sly D., Byrdi, Who, Billy J., Journey, Zimbies, Bch, Boys, After College Place, CSNY, E. Casella, SmYs, Cave, Broad, R.E.M., Supergro, Woon, Boston Blood, Elor, S., N. Jaws, J. Gorms, B. Dylan, Foster, Ch, J. Richman, Naut, Mik HX, Emily, the Strange Str, Kral, Str, Lab, Dvora 2, RHC, GSV, Jpn, Nvns, D. Edends, G. Nene, Sze, Yls, Mac, Sing, D.HB, Davey, T. Pety, Wined, F. Mac, America, Ozzy, Genesis, Bate, D. Made, J. Jackson, M. McDold, Phil C., Copyy Daisy Segas, Sinead O., Wild Party, Skymrd, Nel Y., Art, Gufino, CCR, Almas, Broa, Hll, & Ochs, Who, Zappa, E. Clpate, Bee Gees, Mi & Pt, N. Dend, J. Cash, Dik, Maiden, Mtrns, P. Jon, Floyd, Mnc, St. Prohrs, Boon, R., L. Cohen, After Cosmic Smokley R., G. Passses, Yes, Kory R., P. Simon, Pavlato Nicks, The Red, V. Marisan, Jasi Mitchl, Willie, R. Odisson, R. Newman, H. Nilaze, Chicago, Bad Shw, George Mich, RFP, J. Fokner, Who, D. Strach, B. Marley, P. Tward, Sndgards, Seneley's Tangle MW, of VO, Tux, Ratz, Supply Red, Scorp, Teo'94 Feist, Chag, Bang, St. Clio, Syza, Hdr, J.J. Cole ...



Grace Fontaine (AKA GraceFace)

Born in a lion's den, raised by wolves. She is currently and will always be eighty-four years old. Grace worked on Emily designs from 2002 to 2005 and was an integral artist in developing her character. Her hobbies include taxidermy, dumpster diving, and knitting. Grace, like Emily, loves to wear black and enjoys sleeping during the day. See her current work and get in touch with her at gracefontaine.com.



Nicomi "Nix" Turner

was born in California, raised in Southern Oregon, and shares too many traits with her friend Emily the Strange—especially those involving the color black, taxidermy, heavy metal, horror movies, and kitty cats. Nix went to art school instead of following her heart's desire to attend Ultimate Evil Villain School, but studies the latter on the side whenever she isn't designing for Cosmic Debris or writing and painting stories from her own strange world.



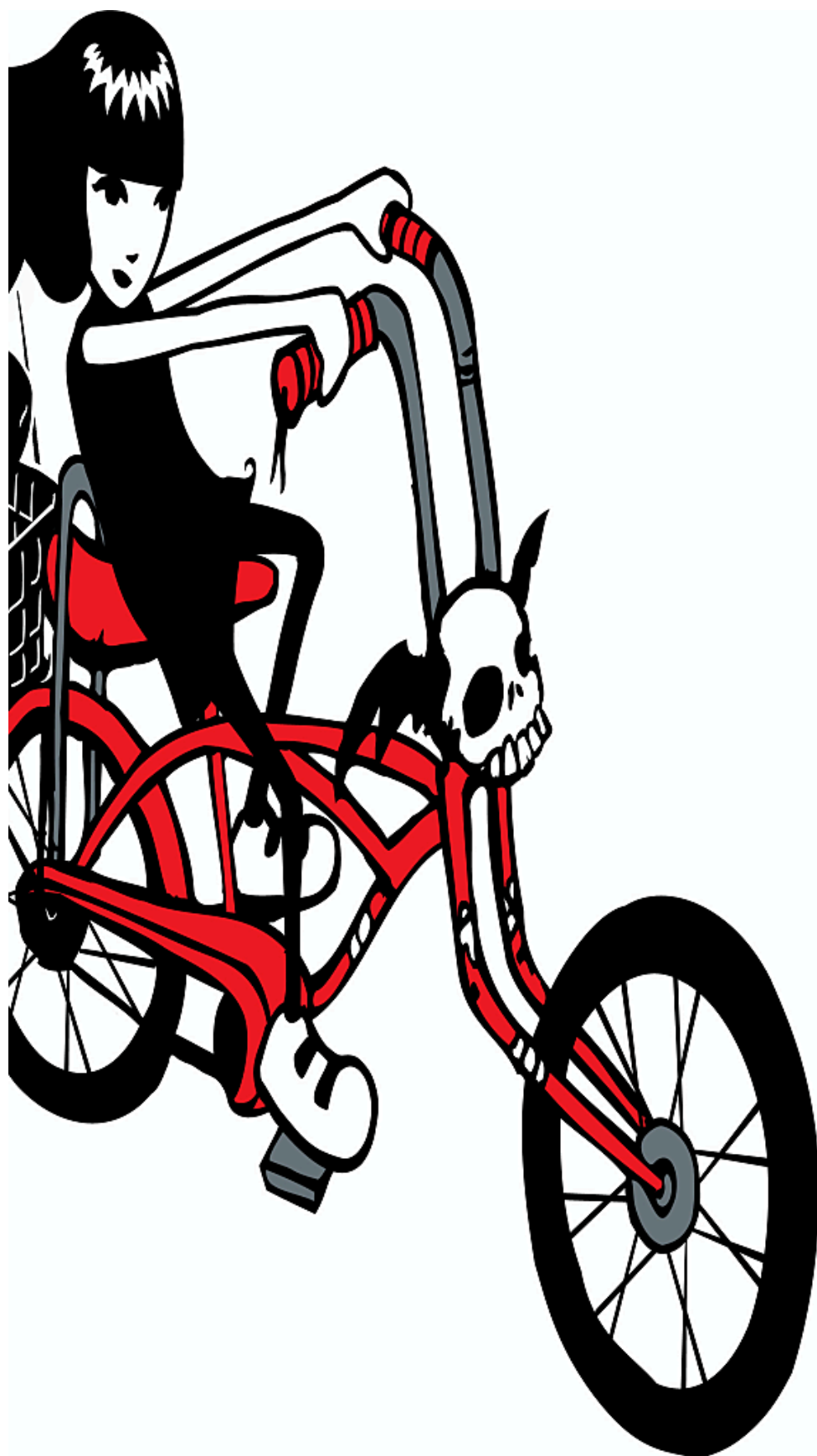
Buzz Parker

migrated from Maryland to California in the early '80s. Armed with an imagination and aesthetic colored by his lifelong interest in skateboarding and punk rock, he graduated from Humboldt State University in 1996 with a degree in Graphic Design and Printmaking. In 1998, Buzz teamed up with Rob Reger to create the *Emily the Strange* website. When he's not diving into Emily's world to create time machines from spare parts, Buzz lives in Arcata, California, and enjoys drawing, painting, working in his garden, reading and making comics, and using the Big Bad Internet, where he can be found at buzzparker.com.

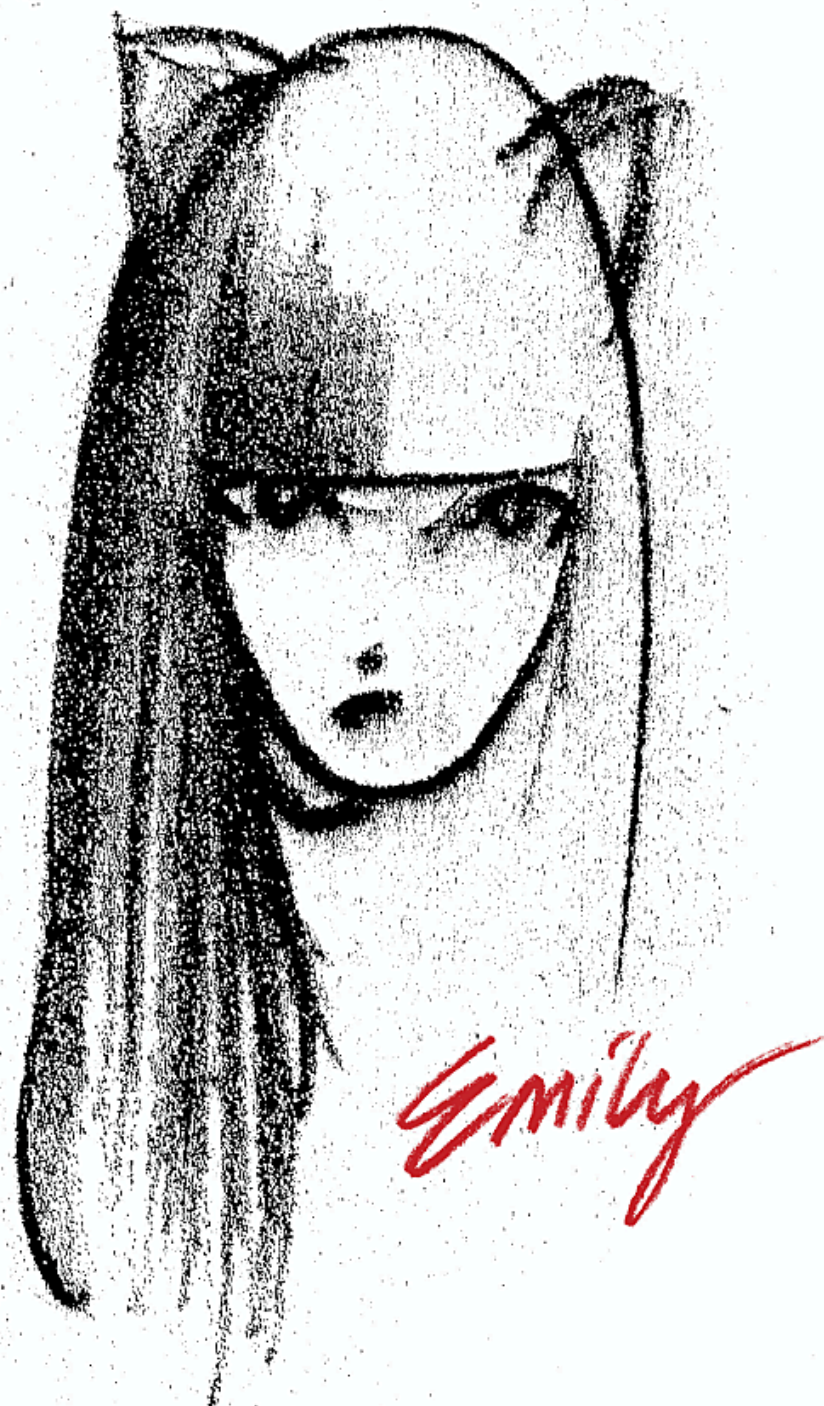


Adele Mildred was born in Minnesota to a French mother, which makes her think she should have been born in France instead. When she's not designing or painting, you might find her making lovely hats in London, or crafting creative costumes in Los Angeles. Now proudly a "former goth," Adele was the second woman to work on the designs for *Emily the Strange*. Contact her at adelemildred.com.









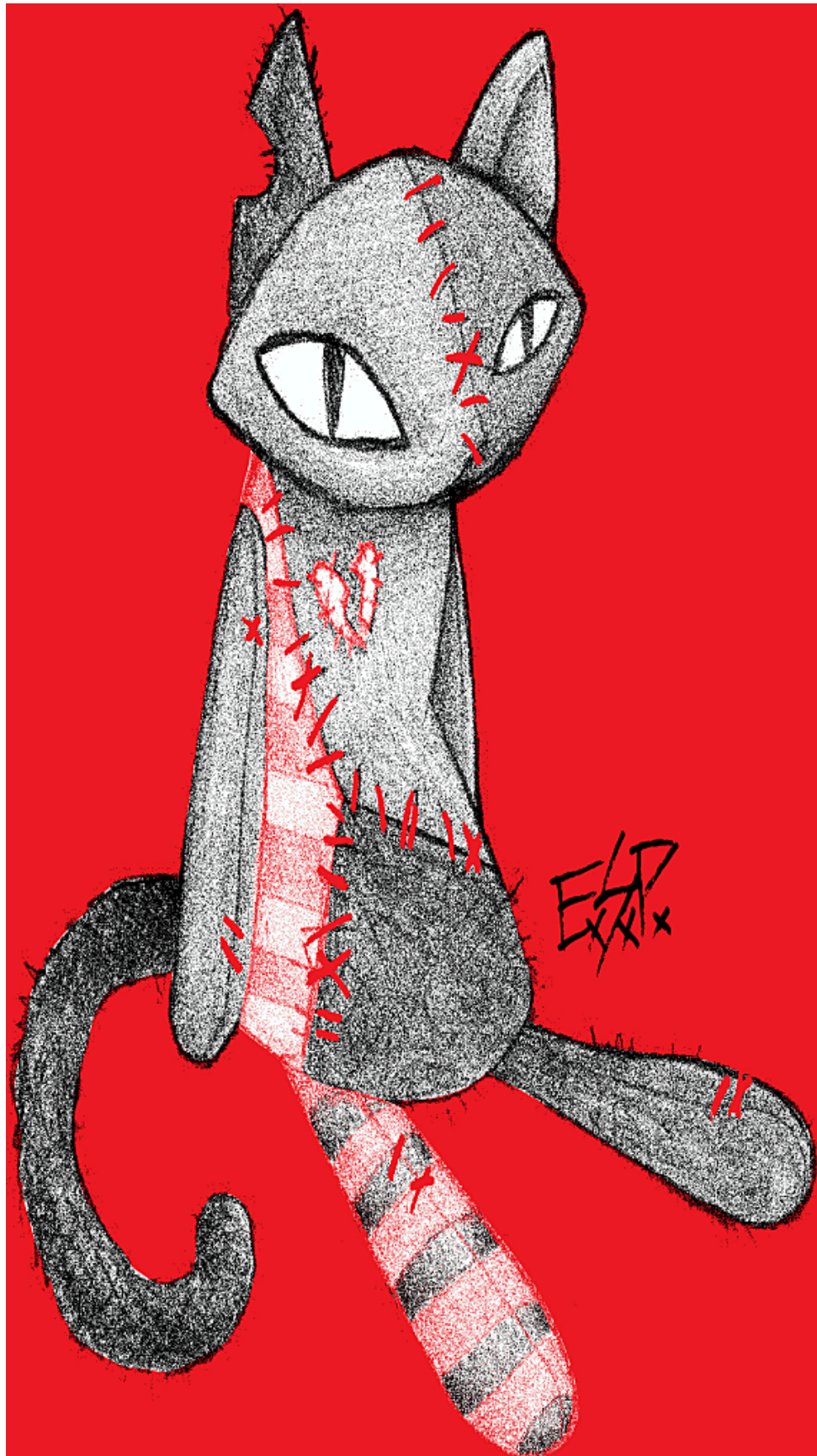


if emily had her way
every day would be grey.



















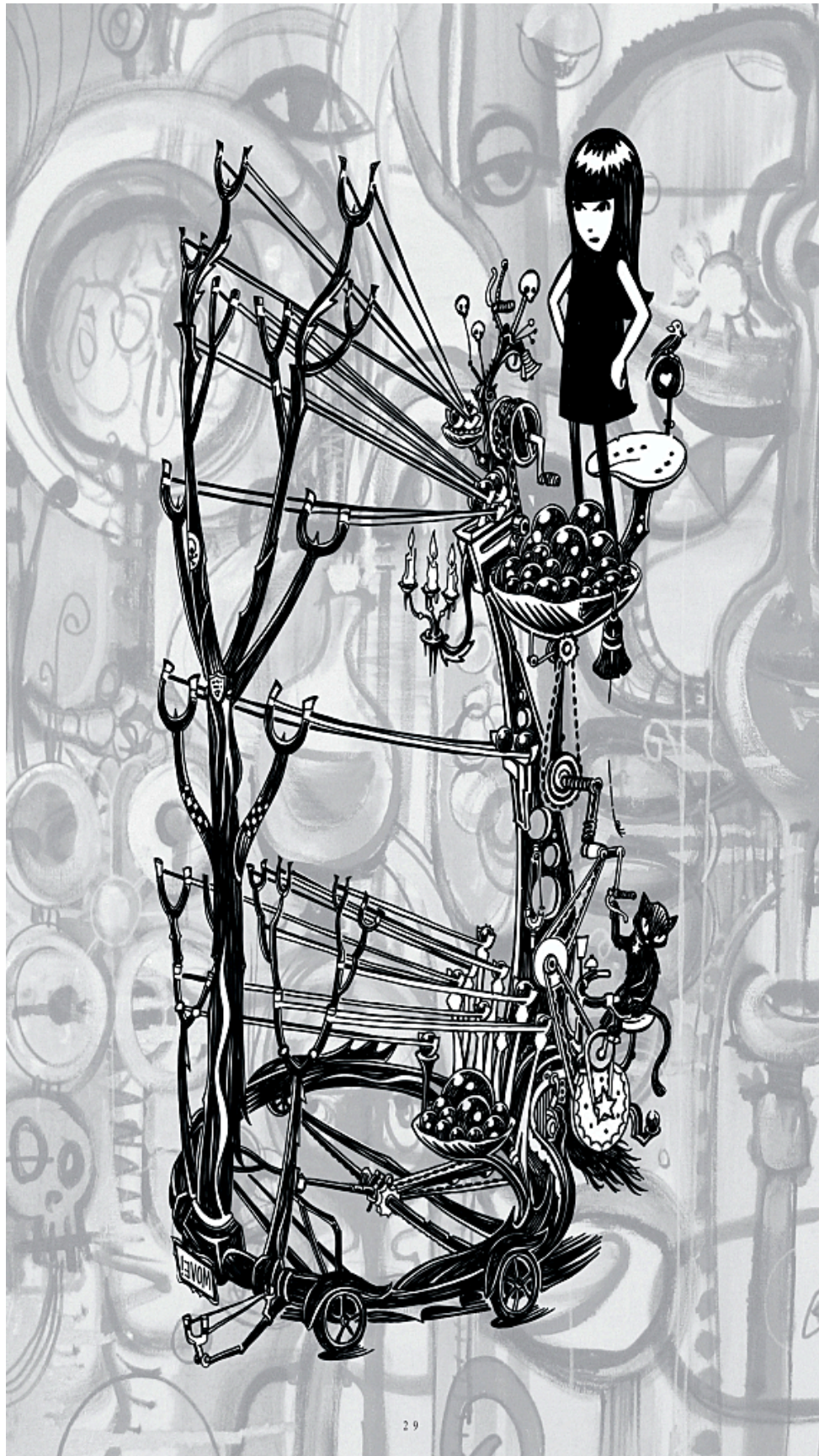


















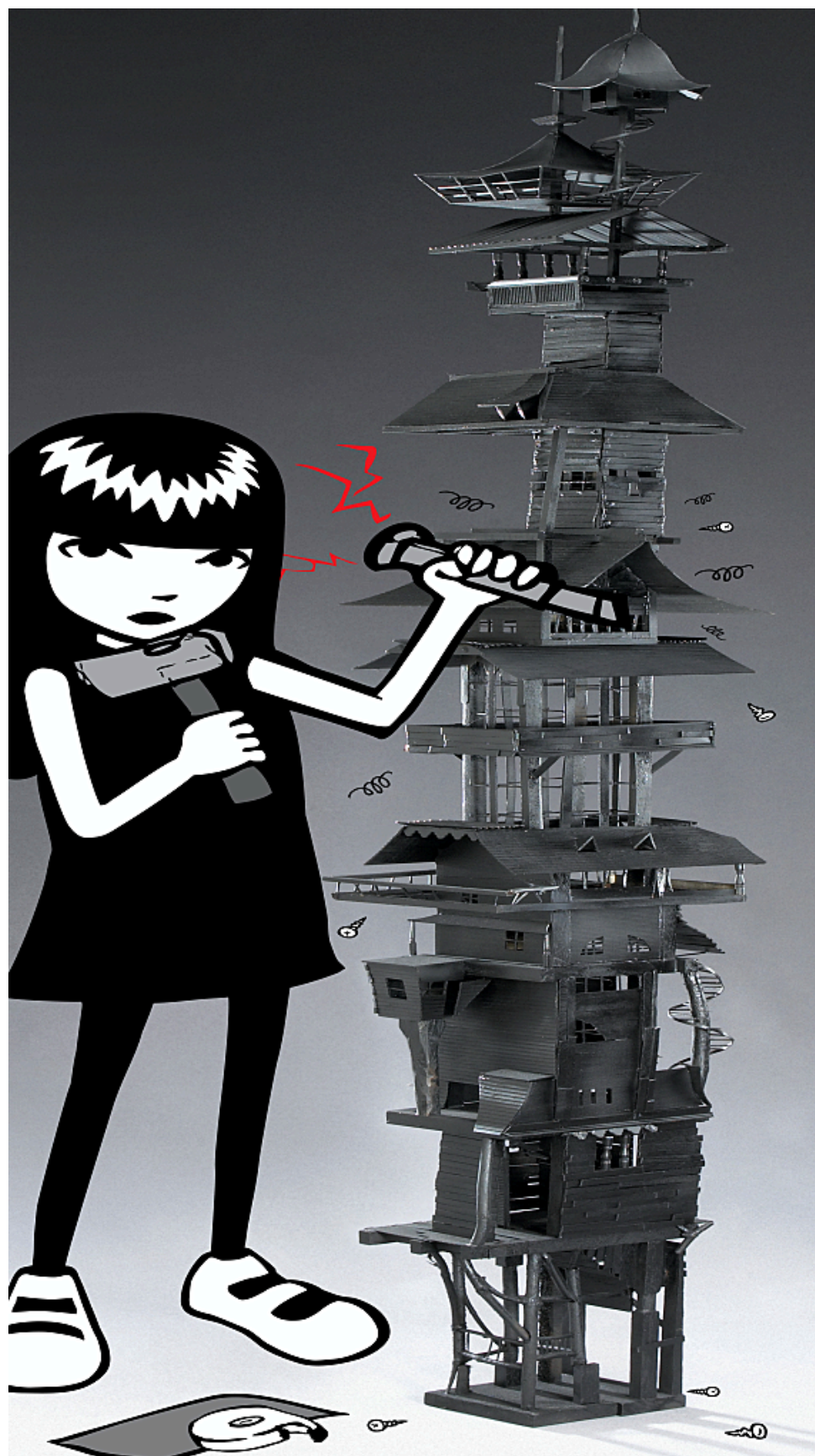


























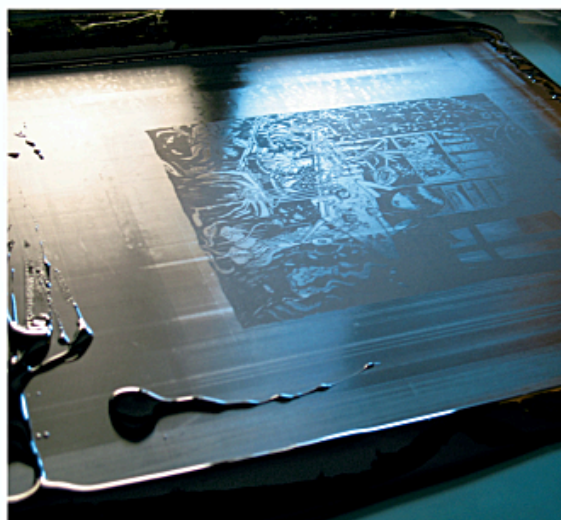






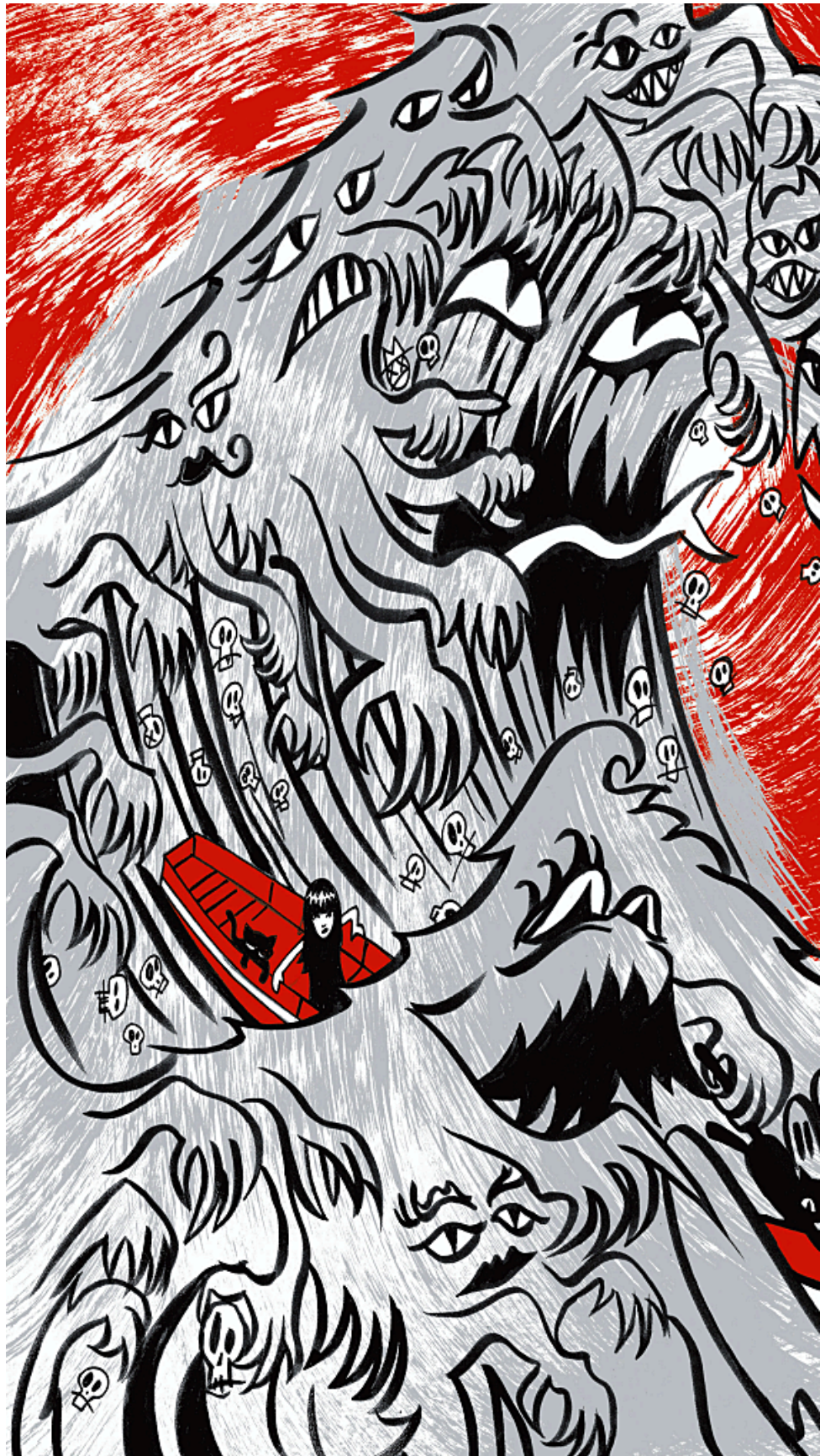


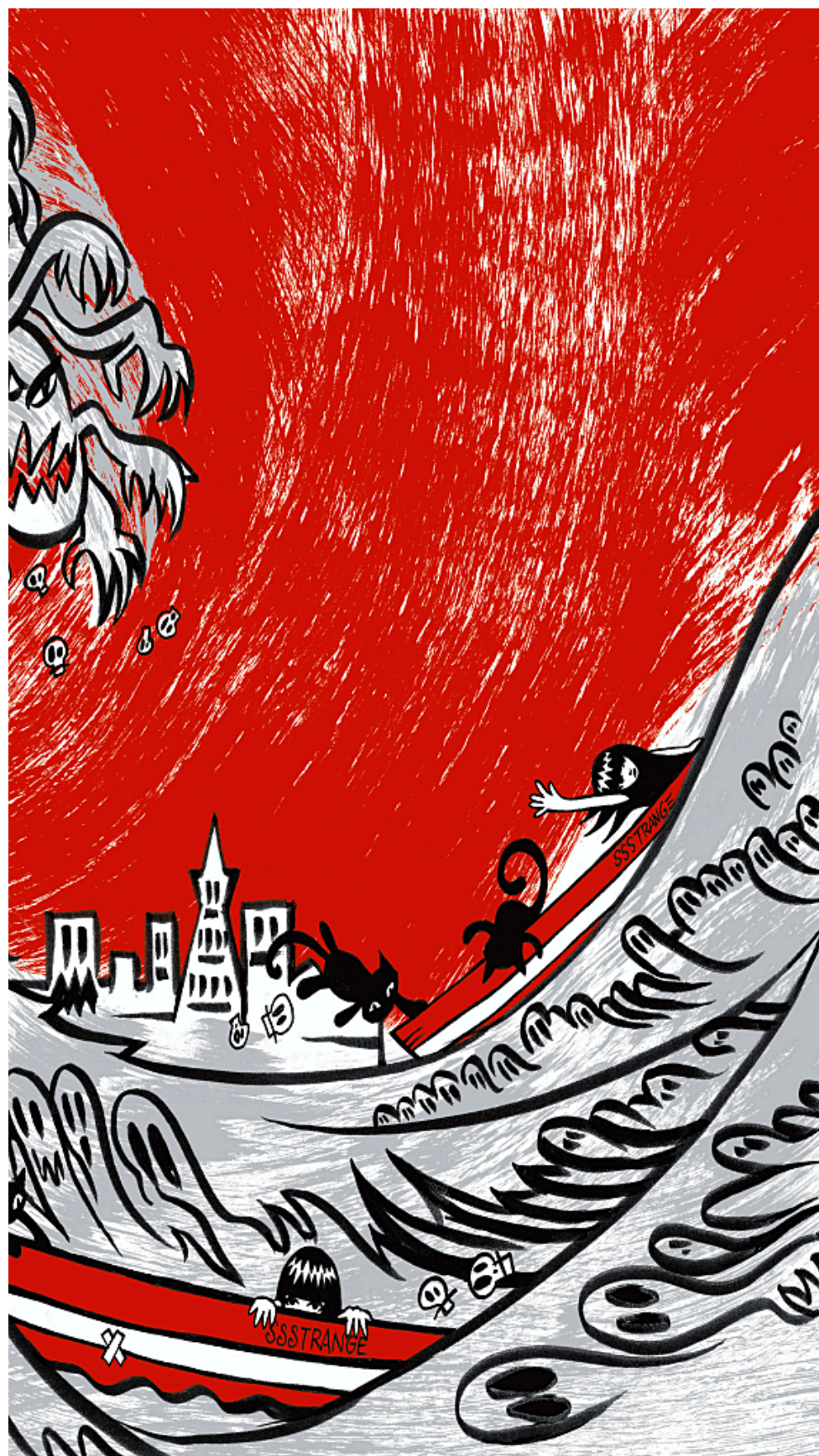


























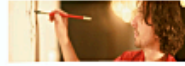
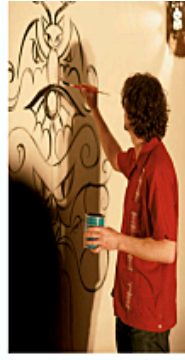




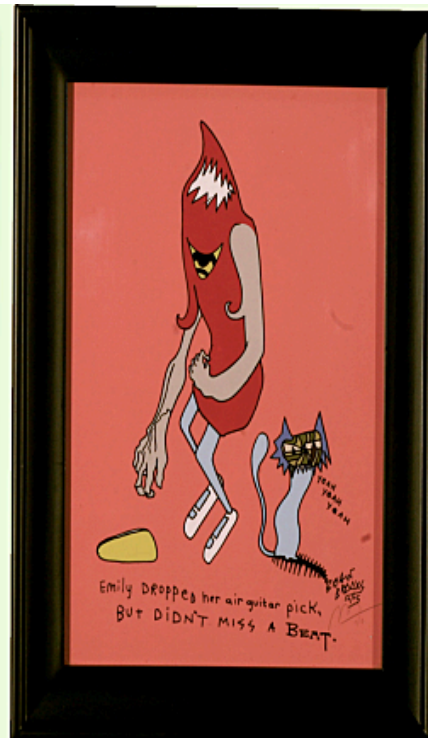












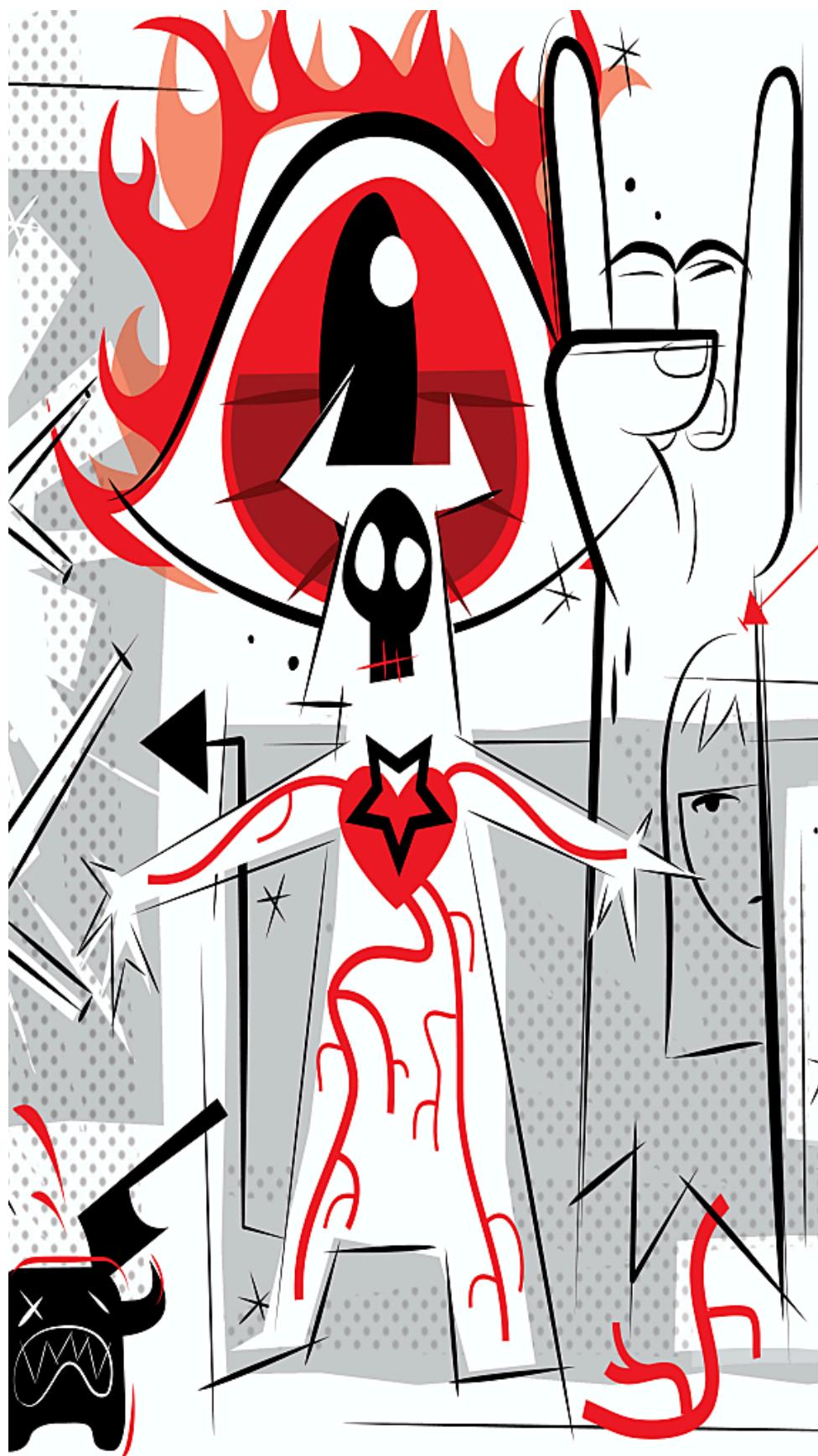




























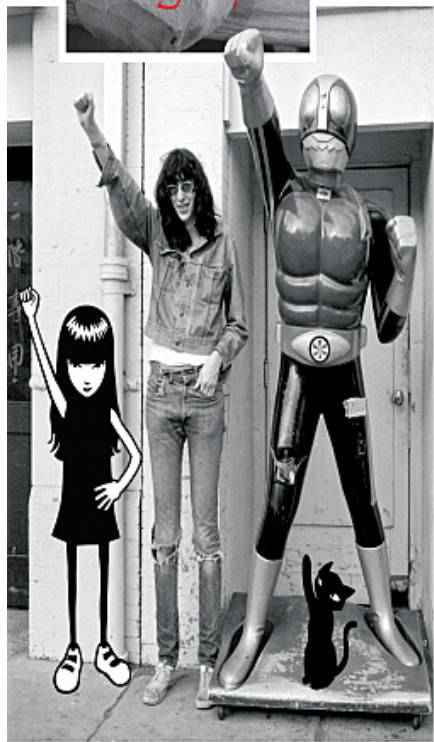
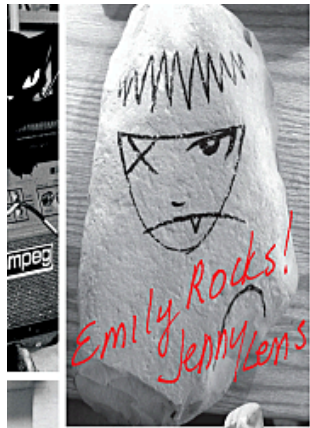




THE DAMNED

LITTLE MISS DISASTER











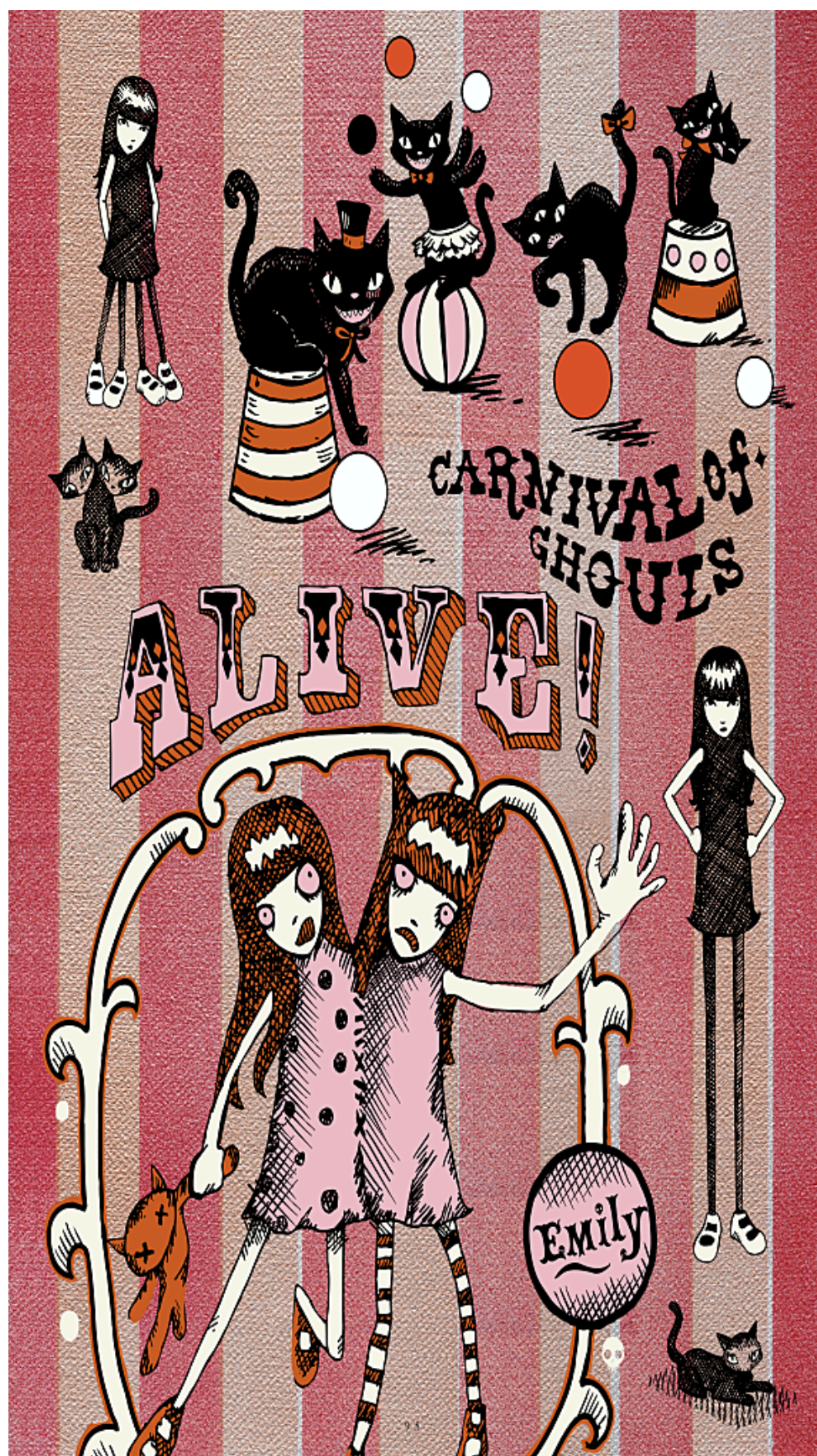


the
Amazing?



One
Stranger
BAND!

BVZZ











CHILDREN SHOULDN'T PLAY WITH DEAD THINGS



MAKES YOU
**SHIVER
& QUIVER!**

EERIE, HORRIFIC, BLOODCURDLING!

A STRANGE PRODUCTION

E13

STARRING

EMILY AND POSSE

DIRECTED BY

SABBATH

PRODUCED BY SPECIAL EFFECTS

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SCREENPLAY

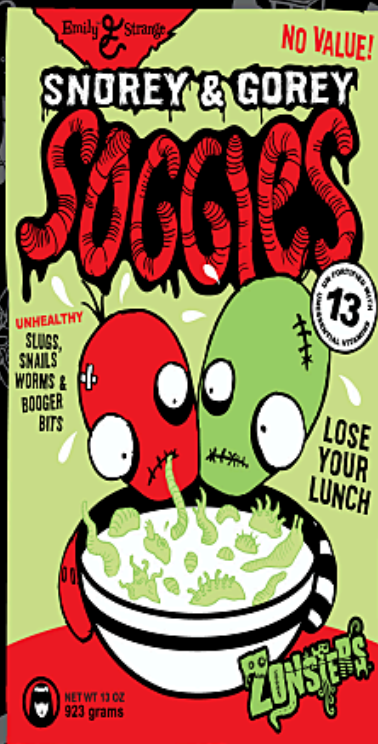
MYSTERY



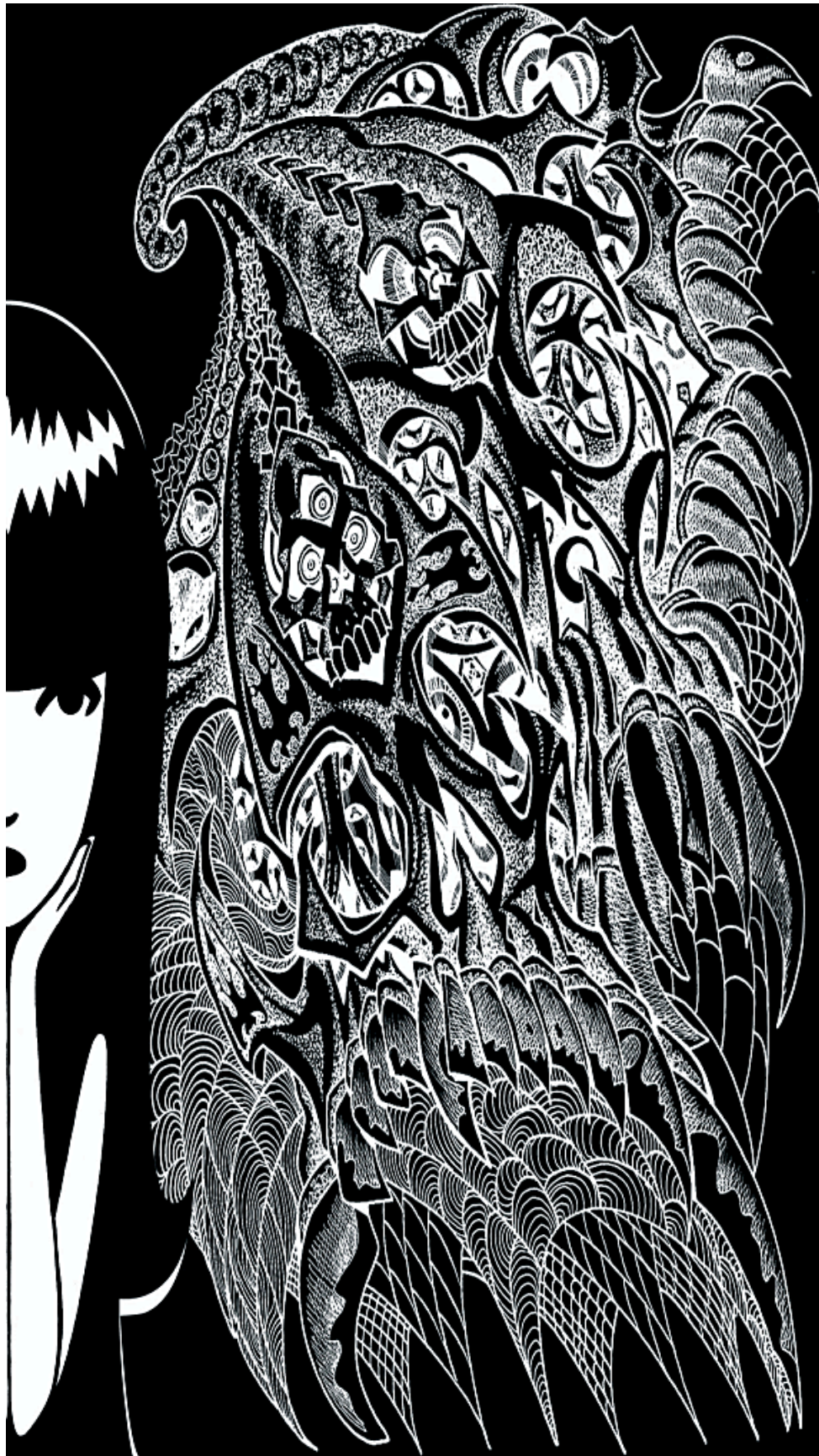


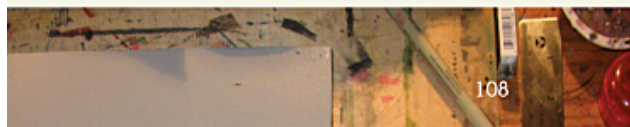


















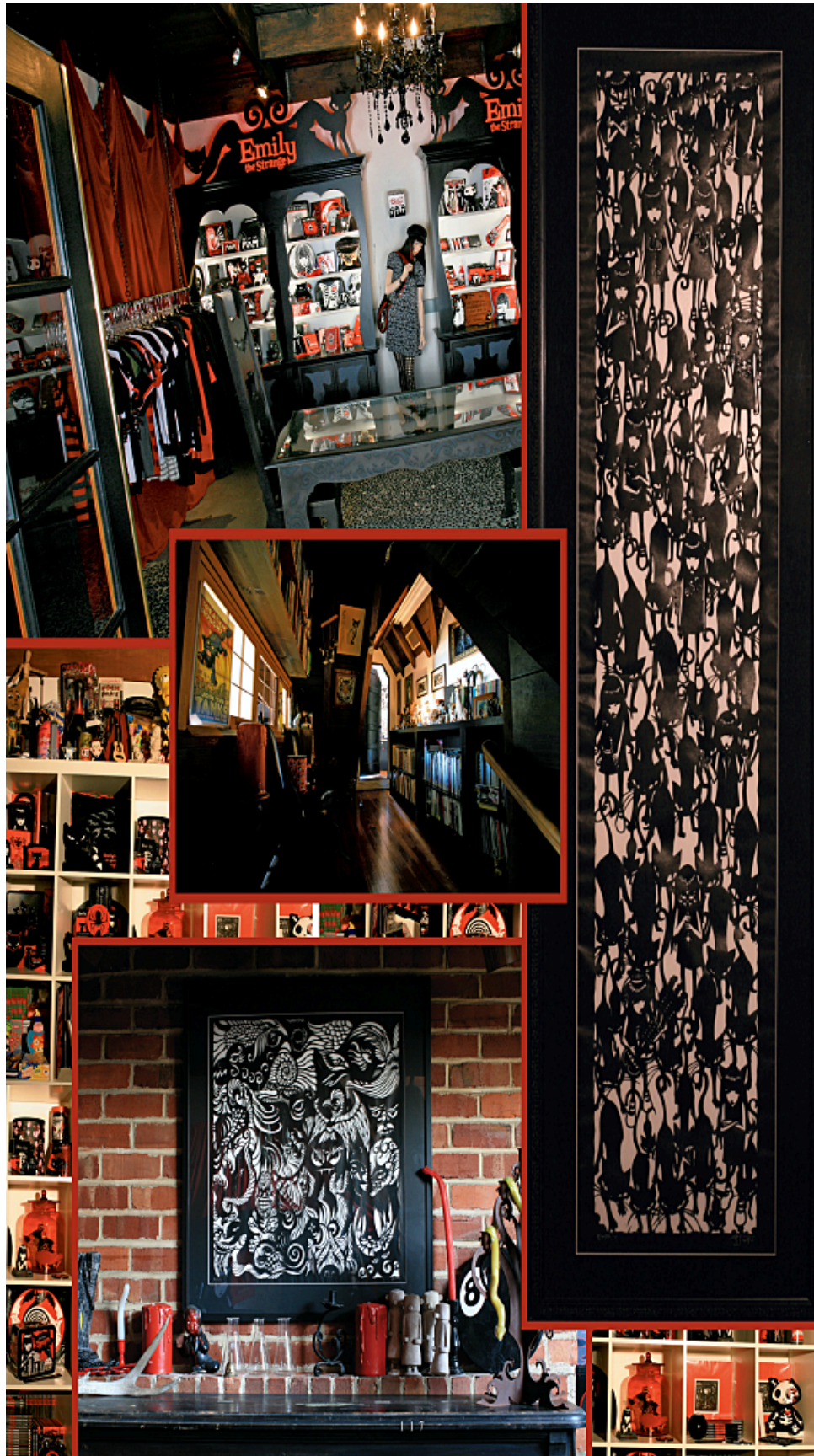














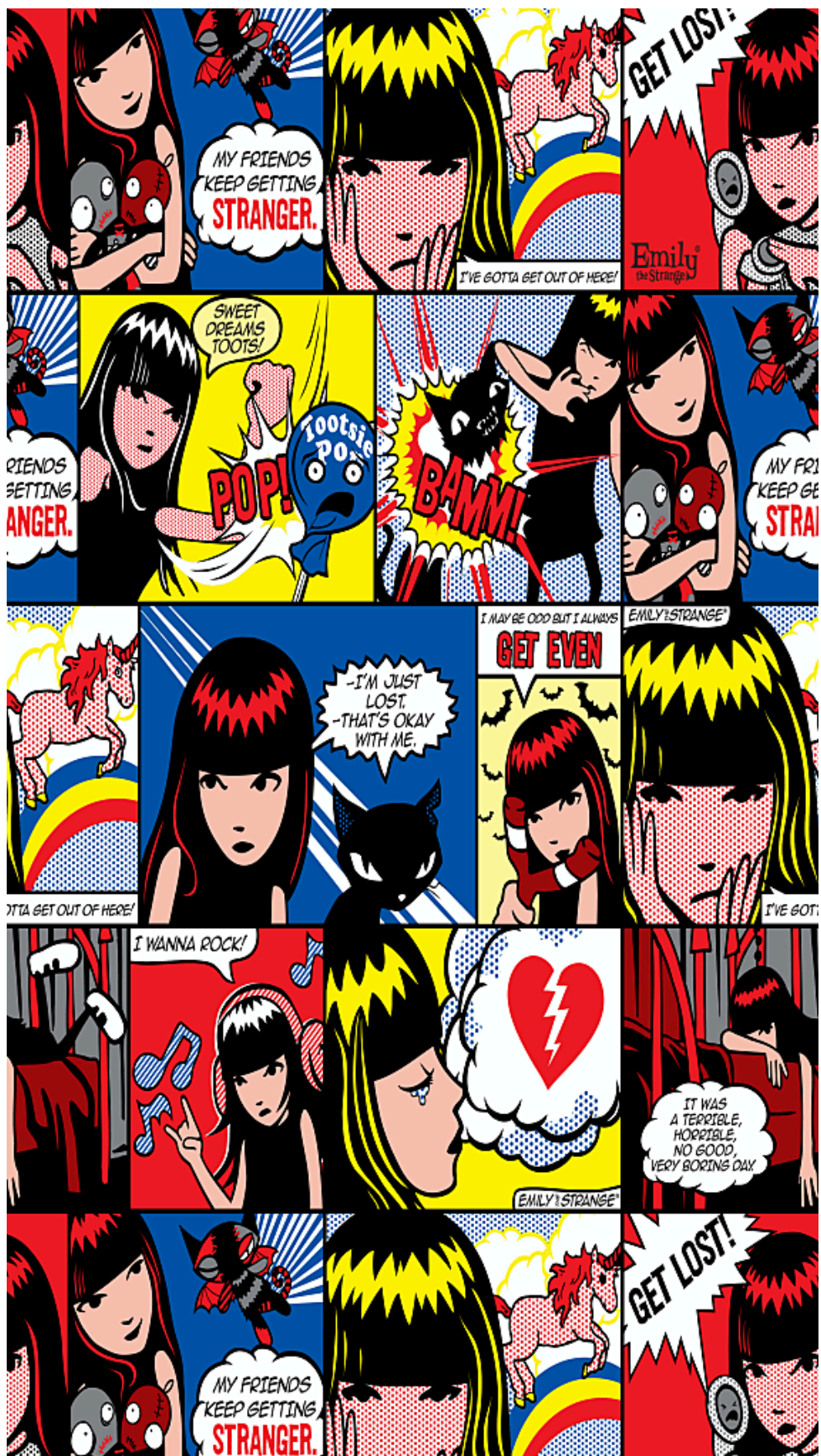


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Turo "Scissorhands" Sandagdor 2007; Turo's ZONSTER COLLECTIVE REVISITED and kitty library photos by AF; Photo by Tish
Imbert **116-117** Photos by AF **TIP-IN POSTER** EMILY'S DREAM HOUSE (miniature in 5-D), 12x12x90, Greg Bianchini 2007,
photo by Wyatt Beserra EMILY'S DREAM HOUSE, 5.5x32, Greg Bianchini, Grace Fontaine and RR 2005; EMILY'S DREAM
HOUSE COLLAGE, 15x98, RR 2007 **END SHEETS** LICHTENSTRANGE PATTERN, ESP 2008





ART/POPULAR CULTURE

In her thirteen-plus years in existence, oddballs, outcasts, and art freaks the world over have grown to know and love a strange young girl named Emily.

The Art of Emily the Strange Volume 1 is the first-ever collection of images showing the wide and inspired range of artistic styles and mediums that have been used to create the world of Emily the Strange. From silk-screened vinyl skateboard stickers to custom rock-and-roll album art, large-scale psychedelic paintings, and insanely intricate Mongolian paper-cutting, the fantastic and artful imaginings of Rob Reger and his talented friends form an inspiring look at the impact of artful anarchy on pop culture.

"Emily is not only insightful but incite-ful, and her nightmares are way more interesting than most people's weirdest dreams . . . Inspired by the topsy-turvy worlds of M. C. Escher, Hieronymus Bosch, and Dr. Seuss, Rob Reger and 'partner in art crime' Buzz Parker have collaborated with a host of luminaries of the contemporary art world to create a stunning series of images and comically creepy tales in both prose and comics form."

— from the introduction by legendary
punk artist Winston Smith



COSMICZENITH



DAWN
HORSE
BOOKS

SON OF ULTRON

"THIS FAN...
THIS MONSTER!"



